

GALACTIC PINBALL™

KIDS TO ADULTS



AGES 6+

VIRTUAL BOY™

INSTRUCTION BOOKLET

VUE-VGPJ-USA

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Thank you for selecting the Galactic Pinball™ Game Pak for the Nintendo® Virtual Boy™ System. Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Save this booklet for future reference.

WARNING

This product **MUST NOT** be used by children under the age of seven (7) years. Artificial stereo vision displays may not be safe for such children and may cause serious, permanent damage to their vision.

Before using the Virtual Boy, carefully read the Virtual Boy Instruction Booklet and the Consumer Information and Precautions Booklet. Make sure before playing that you correctly adjust the hardware, including the IPD and FOCUS. Do not play if you are feeling tired. Discontinue use immediately if you feel dizzy, nauseated or tired or if your eyes hurt or become strained. Do not use unlicensed or counterfeit games. Failure to follow all instructions could injure you and cause serious damage to your vision or hearing.


For additional copies of the Virtual Boy Instruction Booklet, call 1-800-255-3700

CHOKES HAZARD • SMALL PARTS

NOT FOR CHILDREN UNDER THE AGE OF THREE YEARS. Babies and young children could choke on the Virtual Boy Game Pak cover. Keep the Game Pak cover out of reach of small children.

This Game Pak has a battery backup function to record the progress of the game.

CAUTION: Do not rapidly turn the power switch on and off, as this may shorten the life of the batteries and cause battery backed-up Game Paks to lose your stored information.



GALACTIC PINBALL™

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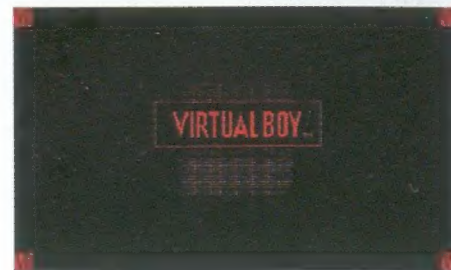
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Before Starting The Game

When using the Virtual Boy, several adjustments must be made before starting the game. For your health and safety, be certain to perform these adjustments. If you wear glasses or contact lenses, be sure to wear them while using the Virtual Boy.

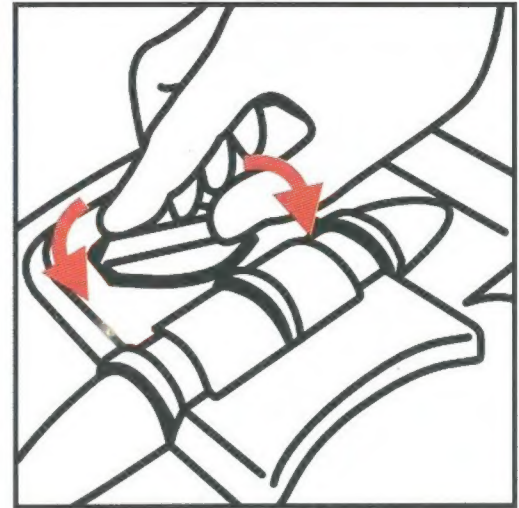
Insert the Game Pak into the Virtual Boy, then turn the POWER switch located on the front of the controller to the ON position. When the screen pictured to the right appears, continue with the IPD and FOCUS adjustments.

Press the START button to display the "IPD and FOCUS adjustment screen." Both adjustments are made using this screen.



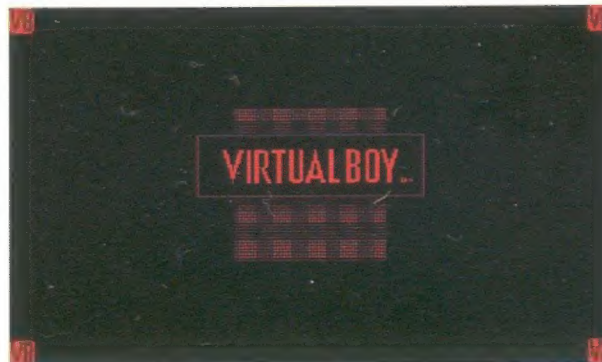
IPD Adjustment

This adjustment sets Virtual Boy to the distance between your eyes (the Inter Pupil Distance). While looking at the adjustment screen, turn the IPD dial located on top of the Virtual Boy until you can see a mark in all four corners of the screen, as shown in the following illustration: The best adjustment may allow you to see only three of the four marks. When you have completed the IPD adjustment, proceed with the FOCUS adjustment.



Focus Adjustment

This adjustment makes sure that you see the game image in the Virtual Boy display clearly. Move the FOCUS slider to the CENTER POSITION as marked on the housing. For most people, the center position should give you the clearest image. If the image is still fuzzy, then adjust the FOCUS slider right or left until the image is sharp and clear.



Automatic Pause Function

All Virtual Boy Game Paks contain an automatic pause function. After completing the IPD and FOCUS adjustments, press the START button and the screen pictured at right will appear. The automatic pause is preset to the ON position. Nintendo recommends that you ALWAYS set the automatic pause to ON. To override the setting, use ← or → on the L+ Control Pad, then press the START button to begin the game.



After playing Galactic Pinball for 20 minutes the Auto Pause Screen will come up. At this point, please take a break and give your eyes some rest. After your rest is completed, press the START button to restart the game.

Controller Functions

LEFT BUTTON

- Activates the left flipper.

LEFT+CONTROL PAD

- Activates the left flipper.
- Switches between menu items.
- Controls your ship during the hidden games.

SELECT

- Brings up the Adjustment Screen when the game is paused.

START

- Starts the game.
- Pauses the game.

POWER SWITCH

- Turns the Virtual Boy On and Off.

RIGHT BUTTON

- Activates the right flipper.

RIGHT + CONTROL PAD

- Activates the right flipper.

A BUTTON

- Shoots out a ball.
- Shoots during the hidden games or stops the Bonus Roulette wheel.
- Activates menu selections.

B BUTTON

- Shakes the table.

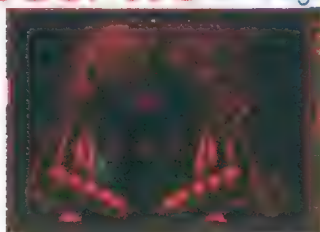


How To Play



At the Title Screen, if you press the START or the A Button, you will go to the Table Select Screen. Choose a table by using the Left \oplus Control Pad. Press the START Button or the A Button to begin game play.

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By selecting the Top Score Screen, you can gaze upon the most glorious scores set for each table. Select EXIT to return to the Table Select Screen. ▶▶▶▶

TOP SCORE



The Rules:

You get five pucks. Keep the puck in play with the flippers, and try to beat the high score. If the fifth puck drops out of play, your game is over.

Launching The Puck:

To launch a puck, press the A Button. A power meter will be displayed at the top right of the screen. The longer you hold the A Button down the smaller the power meter will become,



Shaking The Table:

To shake the table, press the B Button. If you are overly aggressive with your shaking, you will cause a "TILT." This will disable the flippers, and the puck will drop out of play.

Name Entry:

If your score is among the top five for the table, the Name Entry Screen will appear. Use the Left \oplus Control Pad to select letters and enter them with the START or A Button. The B Button will act as a backspace to correct mistakes.



Reset:

You may reset the game by pressing the L Button, R Button, Select, Start, A and B Buttons simultaneously.

Battery Indicator:

When the batteries get low, the Battery Indicator will flash on the screen as shown on the right. Please change the Virtual Boy's batteries promptly.



Bonus Roulette:

On some of the tables you can activate the Bonus Roulette wheel. You will get helpful extras such as a "Kick Back."

Target Letters:

On some tables, if you hit all the special letter targets and spell the table's name, you will receive a large bonus.

Lost Bonus:

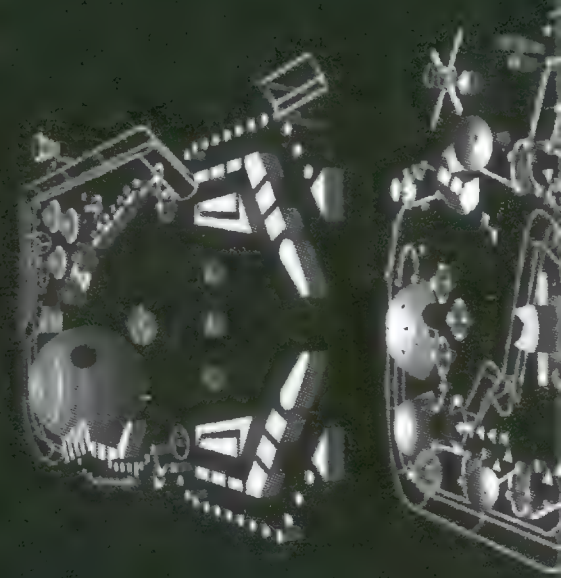
These are points you receive when the puck drops out of play. The longer you play, the higher the bonus. If you get Bonus x2 with Bonus Roulette, your Lost Bonus will be doubled! Play skillfully to get a larger bonus!

Extra Puck:

Each table has an extra puck bonus. Try to find them all!

Cosmic History, 2100 AD

The vast expanse of the Milky Way Galaxy is unfathomable. It has seen empires rise and fall, wars rage and peace reign. Many of its mysteries have been discovered only to slip back into obscurity. And now, from the very depths of the galaxy comes the news of a very strange world...





Welcome to the space world.

Let's go!!

CosmicColony



Background Stories

Cosmic:

You are the pilot in the Space Federation investigating the mysteries of the Milky Way. Many dangers await you including space pirates. Use your pinball skills to solve the mysteries.

Colony:

This pinball table represents a large, deep-space colony adrift in the cosmos. Enter the special game to protect the colony from collisions with asteroids.

UFO Alien



For Each Table

UFO:

In this pinball challenge, you will be called upon to remote control a UFO in order to defeat the Evil Skeleton and cash in on the jackpot.



Alien:

There are wicked aliens out there in the galaxy! Make them appear, destroy them, and collect the jackpot.

About The Tables

- ① Kick Back Switch
- ② Planet Chance Hall
- ③ Cyber Roulette Hall
- ④ Crush Bumper
- ⑤ Cosmic Target Hall
- ⑥ Planet Hall
- ⑦ Cosmic Warp Lane

Drop Target

If you hit all three small planets with the puck(s), turning them into dust simultaneously, the Kick Back will be turned on.

If you shoot the puck into this hole, you get the Planet Bonus Chance. This gives you a limited amount of time to shoot the puck into the Planet Hall ⑥ and collect the bonus.

When you shoot the puck into this hole, the Bonus Roulette will spin.

When the puck enters this hole, you may destroy the three bumpers in the top right for a limited time. If you destroy all three, the special game will start.

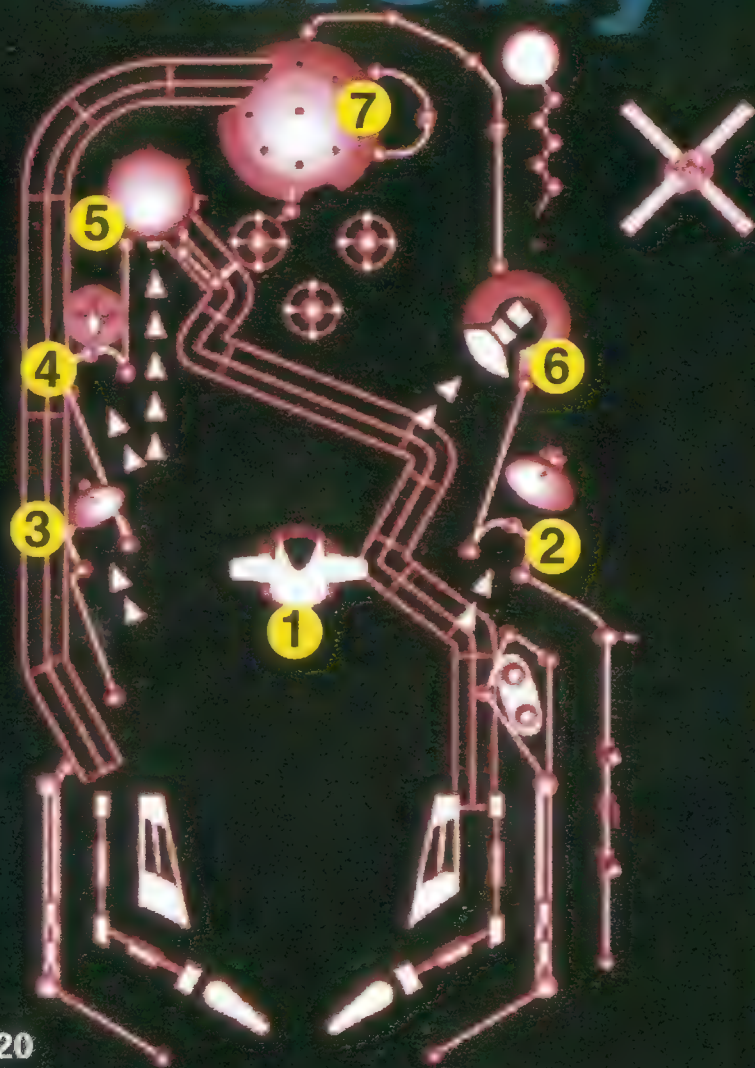


Drop the puck in here to collect a Target Letter.

After the puck has entered the Hall a set number of times, you will go to the Bonus Stage.

Every time you knock down all the drop targets, this lane will elongate. When at its longest (after two extensions), you will be given a Jackpot if you send the puck through it a number of times.

Colony



① Control Tower

② X-Ray Radar

③ Sensor Array

④ Communication Radar

⑤ Rescue Ship Hangar

⑥ Landing Hall

⑦ Center Dome

Target
Formation
Group

If the puck enters the dome a certain number of times, you will go to the Bonus Stage.

When the puck enters here, the Bonus Roulette wheel will spin.

Target Formation

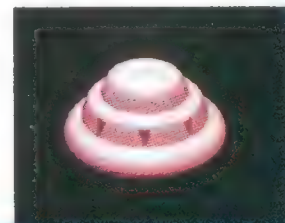
Send the puck through all of them while the arrows are flashing and the formation is cleared.

Clear all seven formations and you will get a chance at the jackpot!

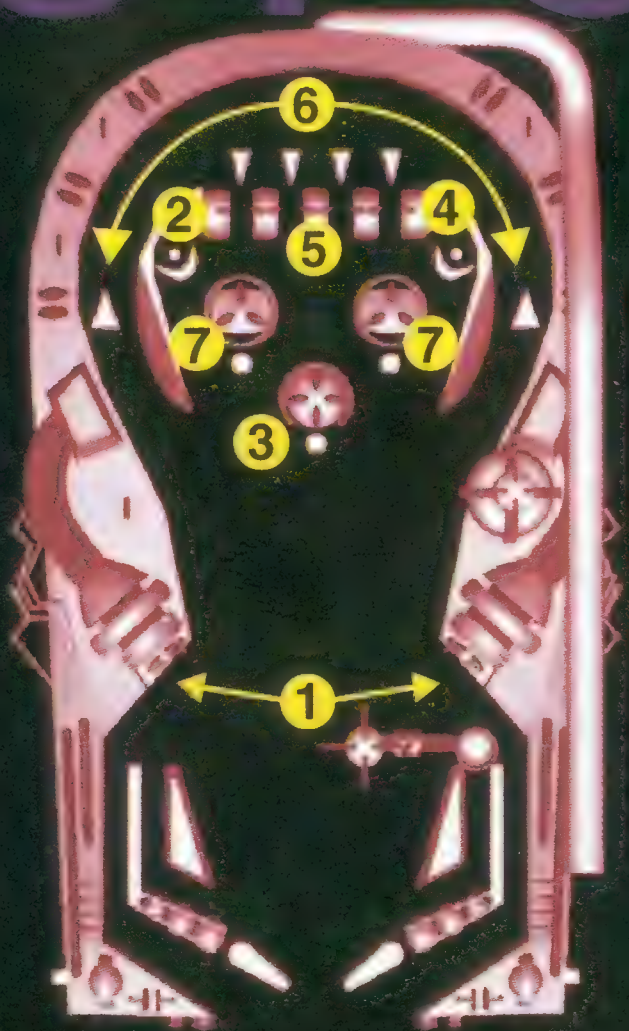
When small planets approach, the radar on the left side of the screen will activate. Use the rescue ship to shoot and destroy the planets, which give you bonus points (shoot by pressing the A Button).

Rescue Ship Hangar

Shoot the puck into the hall to get a letter while the arrows are not flashing. Spell the word "RESCUE" and a rescue ship will appear for a short time. The puck will be drawn magnetically to the rescue ship. To release the puck from the ship, press the A Button.



UFO



1 Blast Off Halls

2 UFO Target Chance Hall

3 UFO Roulette Bumper

4 Bonus Chance Hall

5 Top Lanes

6 High Speed Lane

7 Speed Mark Bumpers

Shoot the puck here to make the Speed Marks flash (triangle-shaped marks located on the outside of the bumpers). The puck will move faster for a limited time.

Shoot the puck in here to collect a Target Letter.

Open when you get a Bonus Chance such as ②, ③ or ④. Collect the bonus by shooting the puck into these holes.

If you can get the puck in here, you activate the Bonus Roulette wheel.

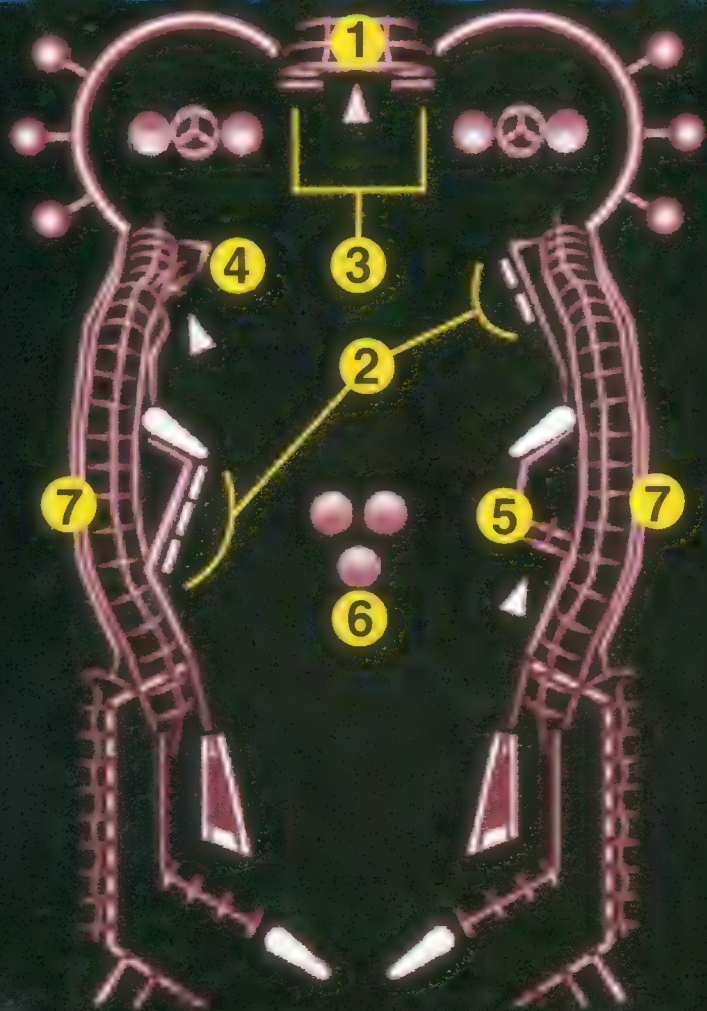
Drop in here to collect a ☆ mark, which allows you to enter the Bonus Stage.

Sending the puck through these makes all four arrows flash, This makes ③ and ⑦ become Bonus Bumpers. Shoot the puck at the Bonus Bumpers when lit, and a skull will appear. Shoot the puck into the mouth of the skull a certain number of times to get the jackpot.



When the Speed Marks flash, shoot the puck through here for big points.

Alien



① Alien's Hall

② Drop Target A

③ Drop Target B

④ Bonus Hall

⑤ Alien Target Hall

⑥ Transforming Bumpers

⑦ Alien's Lanes

Shoot the puck through these a certain number of times and you will receive the Kick Back.

Shoot the puck in here and **6** will become the Alien.

Knock them all down, and the Alien Ring will appear. Shoot the puck through it to score big points. There are a total of four different rings.

Knock them down and both the left and right spinning bumpers will stop spinning.

Shoot the puck in repeatedly to enter the Bonus Stage.

Shoot the puck in here to collect a Target Letter.

Turn into the alien when the puck enters **1**.

Hit the alien until the arrow to the Alien's Hall begins to flash. Then shoot the puck in **6** for the Alien Bonus. Four Alien Bonuses gives you a shot at the jackpot!



BONUS STAGE

About The Bonus Stages

On each table, when you collect a certain number of ☆ marks, you will advance to the Bonus Stage. You will be given the option to play the Bonus Stage or simply accept the bonus points.

In the Bonus Stage, you need to strike the stars with the puck. Hit all 12 for a 1 million bonus! The group of stars will come through four times. When four groups of stars pass or you lose three pucks, whichever comes first, then it is back to the regular table.



Glossary Of Terms

■ Puck

The pinball.

■ Flipper

A pivoting bar which the player uses to strike the pinball.

■ Lost

Allowing the puck to drop off the table.

■ Bumper

The static side walls which reflect the puck.

■ Lane

The pathways that the puck can travel through.

■ Hall

Openings that the puck can disappear into.

■ Drop Target

Panels which fall when struck by the puck.

■ Center Post

Appears between the bottom flippers to save the puck.

■ Kick Back

These block the bottom side lanes which drain the puck off the table.

■ Million

1 Million = 1,000,000 points.

■ Jackpot

This is the biggest, single pay-out of a table.

■ Table

The pinball playing surface.

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REV-H

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